

## CLAIMS

1. A virtual room videoconferencing system comprising:  
a first and second computing device;  
a first reflector connected to said first and second computing devices;  
a tunnel connecting said first reflector to a second reflector; and  
a third computing device connected to said second reflector.
2. The system of claim 1 further comprising:  
a packet wherein said packet travels from said third computing device, to said second reflector, across said tunnel to said first reflector, and to said first and second computing devices.
3. The system of claim 2 wherein said packet carries an audio signal.
4. The system of claim 2 wherein said packet carries a video signal.
5. The system of claim 4 wherein said video signal is compressed in an MPEG 2 format.
6. The system of claim 2 further comprising:  
a user interface.

7. The system of claim 6 wherein said user interface is in a web browser.

8. The system of claim 3 further comprising:

one or more additional packets carrying audio signals to said first and second computing devices; and

an algorithm configured to determine a single packet from said packet and said one or more additional packets wherein said single packet has a largest audio magnitude.

9. A virtual room videoconferencing system comprising:

a first and second computing device;

a first encoder/decoder box connected to said first and second computing devices;

a first reflector connected to said first encoder/decoder box;

a tunnel connecting said first reflector to a second reflector;

a second encoder/decoder box connected to said second reflector; and

a third computing device connected to said second reflector.

10. The system of claim 9 further comprising:

a packet wherein said packet travels from said third computing device, through said first encoder/decoder box, to said second reflector, across said tunnel to said first reflector, through said first encoder/decoder box, and to said first and second computing devices.

11. The system of claim 10 wherein said packet carries streaming video.

12. The system of claim 11 wherein said streaming video is used with a video player.

13. The system of claim 12 wherein said video player is a Quicktime player.

14. The system of claim 1 further comprising:

a shared desktop configured to be accessed by at least said first, said second, and said third computing devices.

15. The system of claim 1 wherein said computing devices are Mbone clients or H.323 clients.

16. A method for providing virtual room comprising:

connecting a first and second computing device to a first reflector;

connecting a tunnel to said first reflector and to a second reflector; and

connecting a third computing device to said second reflector.

17. The method of claim 16 further comprising:

sending a packet from said third computing device, to said second reflector, across said tunnel to said first reflector, and to said first and second computing devices.

18. The method of claim 16 wherein said packet carries an audio signal.

19. The method of claim 16 wherein said packet carries a video signal.

20. The method of claim 19 wherein said video signal is compressed in an MPEG 2 format.

21. The method of claim 17 further comprising:  
a user interface.

22. The method of claim 21 wherein said user interface is in a web browser.

23. The method of claim 18 further comprising:  
carrying audio signals to said first and second computing devices by one or more additional packets; and  
determining a single packet from said packet and said one or more additional packets wherein said single packet has a largest audio magnitude.

24. A method for providing virtual room comprising:  
connecting a first and second computing device to a first encoder/decoder box;  
connecting a first reflector to said first encoder/decoder box;  
connecting a tunnel from said first reflector to a second reflector;  
connecting a second encoder/decoder box to said second reflector; and  
connecting a third computing device to said second reflector.

25. The method of claim 24 further comprising:

sending a packet from said third computing device, through said first encoder/decoder box, to said second reflector, across said tunnel to said first reflector, through said first encoder/decoder box, and to said first and second computing devices.

26. The method of claim 25 wherein said packet carries streaming video.

27. The method of claim 26 wherein said streaming video is used with a video player.

28. The method of claim 27 wherein said video player is a Quicktime player.

29. The method of claim 16 further comprising:

accessing a shared desktop with at least said first, said second, and said third computing devices.

30. The method of claim 16 wherein said computing devices are Mbone or HL323 clients.